CHAIN OF COMMAND

Journal of the National Monstergaming Society

NO. 11 APRIL, 1983

PLANNING & PLAYING:

La Bataille de la Moskowa

IMPORTANT NOTE: We are sending this issue to all of our members, including those who have not subscribed for 1983. If your mailing label still has a '2' in the upper right-hand corner, and you do not send us your $5, this will be your last issue of CHAIN OF COMMAND. Please stick with us, and send us your renewal as quickly as possible. We have many exciting things planned for 1983, and we'd like you to be part of them.

Editor's Notes

I'm making this a 'standard' 20-page issue so I can get back on a regular schedule. Also, we need to keep a rein on our expenses until we see what the resubscription picture looks like. If you have not already done so, please send us your $5 for 1983 dues.

The number of you who have already resubscribed is a source of pride to us, and to me personally. Our resubscription rate would already be the envy of many a commercial magazine. I've always thought that monstergamers were an elite 'band of brothers,' and this has really turned out to be the truth. Over half of the 30 or so members we started out with in 1980 are still with us, and many have become personal friends as well as ciphers on a mailing list. Our intent was, and still is, to bring wargamers together to play wargames in an organized and amicable manner. Our success, while never as great as we would like, is still not inconsiderable.

It is hard for us (Dick and I) to reply to all of your letters. Be assured that we read them, but we cannot always write a personal reply.

I have had a tendency to refer to CHAIN OF COMMAND as a one-man effort. While the editing and production is essentially a product of Your Friendly Editor, this magazine would not be possible without Dick Walker. Not only was the idea of the NMS Dick's in the first place, but he also handles all the administrative work required to keep the mailing list and banking situation up to date. Moreover, his facilities at Hauke Press take care of collating, stitching, trimming and mailing in a manner we could never afford to do at commercial rates. The success of the NMS and CHAIN OF COMMAND would not be possible without Dick's contribution.

My apologies to Nick Schuessler, whose JOURNAL OF 20th CENTURY WARGAMING is indeed alive and well. His bimonthly publication will be graduating to an 8½x11 format shortly. For more information, write to the JOURNAL at P.O. Box 15346, Austin TX 78761.

BREAKOUT!, the Australasian Gaming Quarterly, has also moved up to the 8½x11 size, and is maintaining a very high quality of articles and artwork. For a look at wargaming in the Pacific, write to Conflict Simulations of Australia, 4 Parklands Avenue, Chirnside Park, Victoria 3116 Australia.

GRENADIER has also surfaced again, and it too has gone to a letter-size format. Jack Rady has been a major contributor to the last two issues. To line up with THE GRENADIER, write P.O. Box 23651, Oakland, CA 94623.

All of the above now include advertising, which helps to explain the adoption of the full-size format; all three of the above started out as small mags.

Finally, Gary Stagliano's EUROPA: NUTS & BOLTS has reached print for the first time. EUROPA fans will find 75¢ per bimonthly issue well worth it. To subscribe, write EUROPA: NUTS & BOLTS, 25 Broadacre Est, Brookings, SD 57006.

Cover art & illustrations by Andy Nunez

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Officers of the NMS include:
PRESIDENT: Dick Walker (days, 804 648-1561)
VP-EDITOR: Chandler Tedholm (evenings, 804 730-1929)
CONSULTING EDITOR: Carolyn Tedholm
VP-ADMINISTRATOR: Jim Attaway
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Planning & Organization in Monstergames

by Rob Beyma

Planning and organization play a very important role in large, multiple player games (monstergames). Monstergames can sometimes be virtually won, or lost, prior to the first piece being moved. Some teams prepare for weeks or even months for a big game. The following planning and organization concepts need to be considered when planning for a monstergame.

1. Objective
2. Analysis of enemy intentions - including personnel assignments
3. Strategy
4. Command structure - including operational sectors
5. Troop allocations
6. Operations (implementation of strategy)
7. Training

This article will present both a French plan and a Russian plan for the LA BATAILLE DE LA MOSKOWA game. These plans were used in weekend games by the author's wargame group against another club. Much material is drawn from these games to add realism and color to the use of the plans. Finally, a comparison is made between the goals of the plans and the actual game results.

FRENCH PLAN

Objective:

The French team must take and hold Utitsa, the Fleches, the Great Redoubt, and the village of Semonovskaya (also known as the town). They must have better than a 1-1 kill ratio, calculated according to victory points rather than merely stacking points. Further, the French team must accomplish these objectives within 36 turns.

Analysis of Enemy Intentions:

The Russian team knows where we have to go. It is expected that they will load up the center and place their best players there. (The center runs from the Kalotcha to the northern edge of the Utitsa forest.) We expect the Russian team to stubbornly defend the Fleches and the northern flank behind the river. A delay action in the Utitsa forest is anticipated. Having not played LA BATAILLE with this team before it is difficult to guess their command organization and what tricks they might have up their sleeve. It is always prudent to expect the worst from your opponents.

Strategy:

Strategy in LA BATAILLE consists of the general plan by which the objectives are accomplished. Frontal assaults early in the game against the Redoubt and the town, against competant players, are usually fruitless and very costly. Simultaneous attacks in all sectors sounds good on the surface, but violates the principle of mass. Coordinating such a strategy in LA BATAILLE is difficult.

The French team decided to execute a double envelopment of the Russian position. The first half of the game would be taken to envelop the Russian flanks and inflict heavy casualties on the Russian forces. This would be done by maneuver and concentration of offensive force. Further, these battles would be fought away from the center where most of the heavy Russian artillery is located. The second half of the battle would see a combined assault on the Russian center from a "horseshoe" position. It is anticipated that a good kill ratio early in the game will enable us to maintain a better than 1-1 kill ratio at the end.

Command Structure:

Two key factors in a large, multiplayer game are the selection of the commanders and the assignment of frontal commanders. In the best spirit of a monstergame the French team organized a seven man team. The two most experienced players were given the principle flank commands. The northern flank marshal, hereafter known as Murat (subsequent troop allocations will reveal why Murat was assigned the north), was assigned everything north of Borodino. The southern flank marshal (Davout) was assigned Utitsa and the Utitsa forest. Three additional marshals were detailed to assault Borodino (Eugene), assault the Fleches (Ney), and demonstrate in the center (Junot). A sixth marshal was picked to triumphantly lead the Polish corps into battle. The seventh French player assumed the role of Napoleon. He would lead and coordinate the French attack but would not have a frontal command. (It is oftentimes profitable, and realistic, to have a "supreme commander" when playing a monstergame.)

The French team planned the game for several weeks. Each marshal became acquainted with his forces and what would be expected of him. Several training games were played to practice executing the plan including coordination with other players. Several possible Russian responses were wargamed. (Although, as events would show, not all options were explored.) The French team was prepared for battle and headed for the weekend battlefield with high morale.

Troop Allocations:

The French left was allocated a mobile, high quality force. The French right was supplemented with some elite guard units. The rest of the guard and most of the VIII corps was kept in reserve in the center under Napoleon's command. Maintaining a reserve is very important in this game. It should be noted, inasmuch as this is only a game, that individual units of several corps were functionally parceled out to several different players in order to optimize the allocations. At the start of the game, markers were placed on stacks showing which units were going where.
(See next page).

Operations:

The number of turns required for each phase serve as a general guide. The important point is to coordinate the operations of each command.

PHASE 1 (turns 1-4)

1. Eugene secures Borodino as quickly as possible.
2. Davout launches all-out assault on Utitsa.
3. Ney deploys for an assault on the Fleches.
4. Murat rapidly develops the flanking maneuver on the left.

PHASE 2 (turns 5-12)

1. Davout clears the Utitsa forest and begins turning the Russian left.
2. Ney takes the Fleches and neutralizes Russian artillery at Semonovskaya.
3. Junot deploys for an assault on the Redoubt. Junot's flank is supported by Ney's artillery.

FRENCH ORDER OF BATTLE - GAME 1

MURAT
Infantry: IV/13, 14, RIG; VIII/OD BN, OG BN.
Cavalry: IV/Italian cavalry; IIIC; IIC; IGD/15-12, 15-10, 12-10, 1-14.
Artillery: IV/4 HA bat; IIIC: IIC; III/2 HA bat; IGD/2 HA bat.
Leaders: Murat, Grouchy, Montbrun, Bessieres.

EUGENE
Infantry: 1/1; IV/13(1PC), 14(18L), 14(2JN).
Cavalry: IV/2x5-11, 2x3-11.
Artillery: IV/foot artillery.
Leaders: Eugene, Rapp.

JUNOT
Infantry: 1/2, 1JN; III/10(129), 10(1P), 10(46), 11(2P); VIII/23(2L), 23(3L), 24(1L), 23(2).
Cavalry: III/2x3-11; VIII (all); IGD/4-12, 3-12.
Artillery: III/1 bat; VIII/1 bat; IGD/2 bat.
Leaders: Junot, Lobau

PONIATOWSKI
V Corps.

NEY
Infantry: 1/5; III/10(24L), 10(72), 11(1), 11(4), 11(18), 11(93), 25.
Cavalry: III/4x5-11; IC.
Artillery: I/4 bat; 3 how. bat, 2 HA bat; III/6 bat, 1 how bat; IC; IGD/2 bat, 2 how. bat.
Leaders: Ney, Nansoulty, Sorbier, Lariboss (Note: this is the principle artillery force and thus the two big artillery leaders are assigned to this command.)

DAVOUT
Infantry: 1/3, 4, 3(127), 3(STA); IGD/OG(1C), OG(2C), MG(FC), MG(F).
Cavalry: 1; IVC.
Artillery: 1/7 bat, 1 HA bat; IVC; IGD/6 bat.
Leaders: Napoleon, Davout, Maubourg, Berthiers.

NAPOLEON
Infantry: IGD/OG (-), MG (-), YG, VL, VPB, VTG; VIII/23(3), 23(c), 23(7), 24(5), GG.
Cavalry: IGD/9-12, 5-10, 2x9-11.
Artillery: IGD/2 HA bat; VIII/2 bat.
Leaders: Lefebvre, Roguet, Mortier, Caulaincort.

PHASE 2 (continued)
4. IV artillery deploys in Borodino and supports a crossing of the Kalotcha northwest of the Redoubt.
5. Murat's mobile force crosses the Kalotcha near Maloe Selo and Staroye Selo and drives south. Murat's infantry prepares to cross near Zakartsi or Novoe Selo.

Options:
1. Davout and Ney may transfer some resourses depending on the opportunities presenting themselves and the casualties.
2. The V corps will support Davout's flanking maneuver. Poniatowski will operate under Davout's direction.
3. Napoleon will maintain the reserve in the center in an attempt to pin down Russian reserves.

PHASE 3 (turns 13-18)
1. Davout and Poniatowski launch an all-out attack on the right.
2. Murat launches an all-out attack on the left.
3. Ney, Junot, and Eugene gain and/or maintain artillery superiority in the center. Their forces deploy for the final assault on the Redoubt and the town.
4. The reserve moves forward to support the attack in the center.

PHASE 4 (turns 19-24)

1. Davout and Murat continue their heavy assaults on the flanks.
2. Ney takes Semonovskaya.
3. Junot and Eugene take the Redoubt.
4. Napoleon commits the reserve when and where needed to assure capture and retention of the objectives.

PHASE 5 (let's be optimistic!)

1. Mop-up.
2. Victory celebration.

Results of Actual Game:

Now that we have seen the French plan, let's review what actually happened in the weekend game.

PHASE 1

1. The Russian team fielded only three players. Their most experienced marshal played the center and their least experienced marshal played the Russian right.
2. The Russians refused the left and deployed east of the Utitsa forest. Davout's flank attack emerged from the forest six turns ahead of schedule.
3. The Russians essentially withdrew from the Fleches. Ney's cavalry pursued but found out what Custer discovered at the Little Big Horn.
4. Eugene took Borodino after a brief struggle. Murat was rolling towards the river and the Russian flank.

PHASE 2

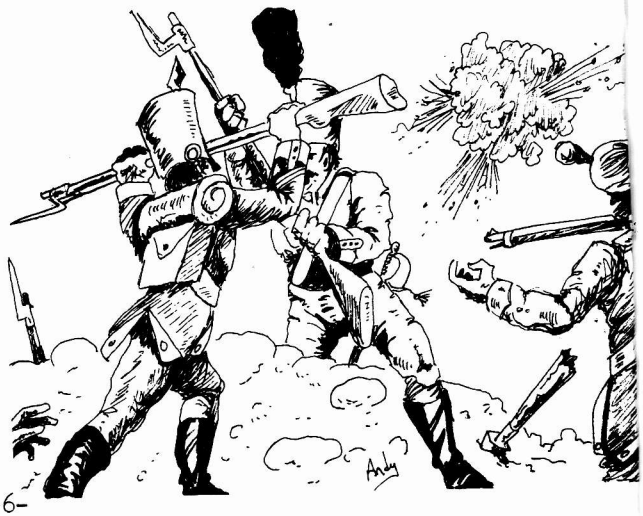
1. Davout got involved in very heavy fighting along the Old Smolensk Road as the Russians stood on the hills to the east of the Utitsa forest. After 6 to 8 turns of brutal fighting Davout withdrew to regroup.
2. Murat crossed the Kalotcha and began rolling up the Russian flank. The strength and speed of the French left seemed to surprise the Russian commanders.
3. The Russians defended the center by withdrawing behind the Redoubt and the town and deploying heavy artillery in this area. The French advanced cautiously in this sector.

PHASE 3

1. The Russian right collapsed and the Russians rushed reserves from the center and the left to the north.
2. Ney shifted some troops to Davout and the French prepared to resume the advance on the right.
3. Junot carefully advanced and seized the Great Redoubt. The French were preparing for the final assault on Semonovskaya.

Eighteen game turns were completed. The French lost 525 stacking points and the Russians lost 636. The French accumulated 691 victory points to 633 for the Russians, a 1.09 victory point ratio.

The French plan was seen as being generally successful. Despite the setback on the right the double envelopment was achieved. The French left carried the day. The French were confident of securing the final objectives by turn 25-26 had the game continued. A final kill ratio of around 1.1 was expected. (Note: Experience has shown that a victory point ratio of 1.1 - 1.2 is about all that can be expected against a competent Russian team.) A final note on planning for a LA BATAILLE game. Despite all of the analysis, training and having a supreme commander, the French team still had difficulty properly coordinating their attack.



RUSSIAN PLAN

Objective:

The Russian team need only hold any one of the four objectives while holding the French to less than a 1.5 victory point ratio. A good Russian team should virtually always be able to keep the kill ratio significantly below 1.5 if the French make a serious attack. The objective to be held normally reduces to the Redoubt and/or Semonovskaya.

Analysis of Enemy Intentions:

It is difficult to predict what strategy the French team will employ. However, we have some possible clues for we are playing a rematch with our opponents from the last game. Our analysis concluded that they will make a major assault in the south since they apparently believe that area is indefensible. Accordingly, they attached a low priority to the north last game so we are not expecting a major assault there. We suspect that they will mass their artillery at the major point of attack. It is anticipated that their best player will command the French right.

Strategy:

The cornerstone of the Russian defense is the center. We will defend the Redoubt and the town strongly and will not retreat from them. The Russians can afford to fight to the last man for the center because they must retain one of the two objectives located there to win. In a bloody attrition battle the kill ratio will be in the 1.1 to 1.2 range. The Russian players must be careful not to lose too much too quickly. He will deploy very strongly in the center.

More than likely the French will decide not to attack the center initially. The principle strategic question that must be answered by the Russians is how to avoid defeat on the flanks. We will defend the Kalotcha in the north. It is expected that the northern flank will hold. It is anticipated that the major battle will be fought in the south.

The initial setup and the first two turns at Utitsa and the Fleches should give the impression that we will stand and fight. Once the French start deploying and we see the French plan, the Russians will withdraw from Utitsa. A fighting withdrawel will be made from the Fleches. The main line of defense will be along the east edge of the Utitsa forest, the three-hex hill aside the Old Smolensk Road, and behind the stream east of the Fleches. It is anticipated that the decisive battle will be fought here. The retreating Russian left will be reinforced and will turn and fight. It is an ambush of sorts. The French will be pinned to the woods and engaged in a static attrition battle. If the French can be sufficiently bloodied and delayed the Russians have a good chance of holding the center.

Command Structure:

The Russians fielded a four-man team for the "road" game. While lean, it was a veteran team. The best LA BATAILLE tactician was given the Russian right. This marshal, hereafter known as Uvarov, can operate well independantly and conserves his forces. Kutuzov was confident that his right would be held. The key center position was given to a veteran wargamer with limited LA BATAILLE experience. Raevski was given an intensive training program the week before the game. It was felt that Raevski would be steady when the lead started flying. A real fighter (Tuchkov) took the Utitsa front. The Supreme Commander, believing that one should not delegate the critical south-central front, took the Fleches sector. He will be known as Baggovut, who figured prominantly in the Russian plan.

The Russian team did not field a "non-playing" supreme commander for this game. The Russians normally have less need for that role than the French, and this was a veteran team. While Baggovut nominally conducted the battle, most of the key command decisions were made by a four-marshal council. Frequently, the battles in the north were left in the capable hands of Uvarov and Raevski.

On the eve of the battle Uvarov was called to Moscow. A reserve marshal was thrust into the Utitsa front command.

RUSSIAN ORDER OF BATTLE - GAME 2

UVAROV
Infantry: IV (all); II (17th); VI (jager); Smolensk Militia.
Cavalry: IC (all); IIC (all except 4-10); Cossacks (all except 7x5-14).
Artillery: IV (4 bat, 1 HA bat); VI (1 bat, 1 HA bat); II (3 bat, 1 HA bat); VII (1 HA bat); IC (1 HA bat); IIC (2 HA bat); IIIC (1 HA bat). *
Leaders: Barclay, Bagration, Benningsen, Uvarov, Platov, Kreutz.

RAEVSKI
Infantry: VII (all except one jager battalion); VI (all except jagers).
Cavalry: IIIC (all); IIC (4-10); GD (8-11); IV (3 regiments).
Artillery: VII (3 bat); VI (5 bat); IV (1 bat); GD (5 bat); R (8 bat).
Leaders: Raevski, Dokhturov, Miloradovich, Seivers, Tolstoi.

* Uvarov has a 'thing' about artillery with a 9-hix range. He requisitioned all artillery in II, IV, and VI corps with a 9 hex range.

BAGGOVUT
Infantry: VIII (all); 2CG; 7CG; II (4th); VII (6 jager).
Cavalry: GD (2x12-10); IVC (12-11, 11-12, + 4 regiments).
Artillery: VIII (6 bat, 1 HA bat); II (3 bat); VII (3 bat); III (1 HA bat); IVC (2 HA bat); R (6 bat, 4 HA bat).
Leaders: Baggovut, Borozdin, Gorchakov, Constantine, Korff.

TUCHKOV
Infantry: III (all); VI (11J); VII (41J); VIII (50J); Moscow militia.
Cavalry: III (all); Cossacks (7x5-14).
Artillery: III (6 bat).
Leaders: Tuchkov, Ermalov.

KUTUZOV (Reserve)
Infantry: Guard (all).
Cavalry: none.
Artillery: R (6 bat how, 2 HA bat; GD (1 HA bat).
Leaders: Kutuzov, Kutaisov.

A crash training course was initiated to prepare the new Tuchkov for battle. The new Tuchkov would perform admirably on the battlefield.

Troop Allocations:

The center received priority on the reinforcements. Most of the VI corps and the first two stacks of the reserve artillery, as well as the Guard, reinforced the center early in the game. Horse artillery batteries were deployed to the two flanks. Heavy reinforcements started marching towards the anticipated battlefield on the left. As with the French in the previous game, the Russians had a very detailed troop allocation and transfer plan.

Operations:

The phasing of most of the Russian operations is, of course, dependant on the French attack plan. The following will be the phasing if the battle develops as anticipated. Contingencies and modifications will be presented as appropriate.

PHASE 1 (turns 1-2)
1. The Russian team will adopt a forward, aggressive defense on all fronts. The intent is to confuse the French team and mask our actual plan. We hope to see the French plan unfolding before we move on turn three.
2. Uvarov will cross the Kalotcha and threaten the French northern flank. Raevski will lead a contingent into Borodino. If the French are weak on the left we will attack. If they are strong, Uvarov and Raevski will withdraw across the Kalotcha.

PHASE 2 (turns 3-8)
1. Tuchkov will withdraw through the woods. The French advance will be delayed with skirmishers and militia.
2. Baggovut will conduct a fighting withdrawal towards the narrow gap between the stream and the forest while holding the east bank of the stream. The reinforcements from II corps, VII corps, reserve artillery, and the guard, will march towards the southern flank.
3. Raevski will deploy two infantry corps plus 66 stacking points of artillery in the center. Any attack in the

center will be repulsed.
4. Uvarov will either attack the French left or fall back behind the Kalotcha. In this case Uvarov will maneuver so as to prevent a French crossing of the Kalotcha.

PHASE 3 (turns 9-18)

1. The Russian left will stand and join the battle. The artillery deployment will be completed and the 4th Division will have reached the battlefield. Tuchkov will hold on the edge of the forest. (Note: The Russian team had a diagram showing the turn by turn deployment schedule of the artillery in the center and the reserve artillery on the South Central front. The reserve howitzers, which would be deployed last, would go where needed.
2. Raevski will aggressively defend the center. Raevski's artillery will engage targets of opportunity within 9 hexes of Semonovskaya. Raevski will be prepared to come to the aid of the Russian left if required.
3. Uvarov will prevent French crossing of the Kalotcha if possible. If this does not prove feasible the French crossing should be extended as far northward as possible. Uvarov's principal mission is to prevent the French left from affecting the decisive battles in the south and center.

PHASE 4 (turns 19-36)

Since so much depends on the French plan and the course of the battle the Russian plan is very general from this point. At some point the Russians will be forced to, or elect to, withdraw towards the center. All effort will be made to hold the Redoubt and the town. Hopefully, the French will have been sufficiently bloodied and delayed long enough to assure victory.

Results of Actual Game:

PHASE 1

1. The French team fielded four marshals this time around. Their most experienced player from the previous game played the right advancing through the forest. The new, unknown marshal advanced on the Fleches.
2. The French left advanced aggressively on Borodino.
3. The French conspicuously avoided the center.

PHASE 2

1. The French right advanced steadily through the woods. The French overran the Fleches and began advancing down the gap. The Russian main line of defense began forming.
2. In the center a brief attempt at bombardment of Semonovskaya was driven back with heavy French artillery losses. No further assaults in the center were to be made until turn 14.
3. After a bloody fight the French left secured Borodino and, reinforced by the VIII corps, headed north in an attempt to flank Uvarov.

PHASE 3

1. A bloody battle was joined in the South around turn 9. While Tuchkov held fast on the woods line Baggovut and the main French force engaged in a furious artillery dual. A French assault across the stream against the reserve guns was beaten back as Raevski came to Baggovut's aid. On the closing shot Saturday night the French guns in the south were on target and dropped 20 stacking points of Russian guns -- 10% of the initial force. As the Russian team departed for the motel at midnight, in the snow, there was cause for concern.
2. The Russian marshals called a council of war. What <u>will</u> we do? After much soul-searching, Raevski and Tuchkov said ATTACK! Uvarov nodded in agreement. Baggovut was inspired. Kutuzov uttered "we will attack at dawn," or something like that, and the marshals retired for the night.
3. The Russians threw in everything they had at 9:00 the next morning. Between fire and capture, 26 stacking points of French guns were taken out. To make matters worse, two stacks of French guns moving up were routed by a cavalry charge. French morale dropped even further whan a phone call revealed that two of their colleagues had been literally snowed in (Russian winter).

PHASE 4

1. The French left maneuvered until a crossing point was found. The French crossed the river and began advancing south. The Russian infantry and artillery began advancing to meet them behind a cavalry screen. Uvarov planned to fight the battle while the while the slow moving French foot guns were still deploying across the river.
2. A French assault in the center got underway on turn 14. Raevski was confident he could hold until help arrived.
3. The French right recovered from its artillery losses and prepared to break out of the forest and advance on the Russian southern flank.

Conclusion:

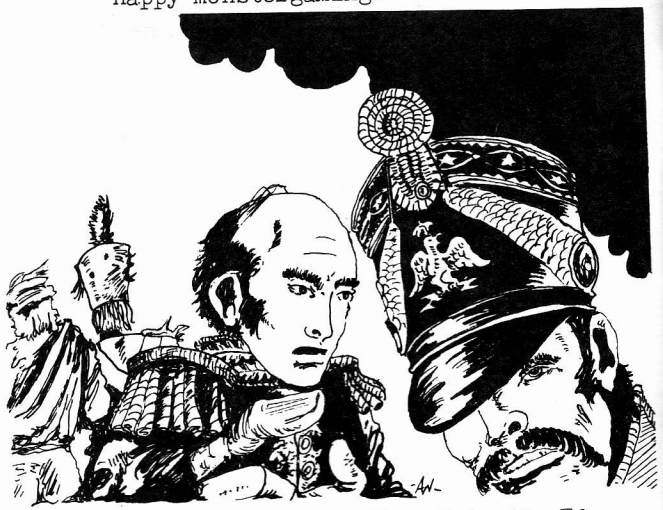
Unfortunately, the game had to end after 15 turns. The Russians claimed victory since they had inflicted heavy losses on the French (better than a 2-1 artillery kill ratio) and held a dominent position in the center. The French claimed, with some justification, that they were in position to advance on both flanks. The French lost 359 stacking points and the Russians 458. The French accumulated 501 victory points to 487 for the Russians, a 1.03 ratio.

The Russian plan was considered to be a success. The Russian team had anticipated the major French effort. The French right was bloodied and delayed. The center held but was coming under increasing pressure at the end. While the French left did cross the river Uvarov kept them away from the center and kept his force intact. The Russian team believed the center would be held and victory achieved.

A good monstergame requires a lot of preparation and effort by both teams. Getting your team ready for a big game, particularly when playing an out of town group, can be almost as much fun as the actual game. Coordinating the efforts of four or more players players with hundreds of pieces becomes a key game function. Good planning usually pays big dividends during the game.

Besides the game planning itself, there are a few other matters that should be taken care of prior to the weekend game. The date, time, and location of the game should be known several weeks, if not months, in advance. It is a good idea to agree on the rules to be used including interpretations and questions prior to the weekend of the game. It helps to agree on a time limit for each move so that the game will flow smoothly and the desired number of turns can be completed.

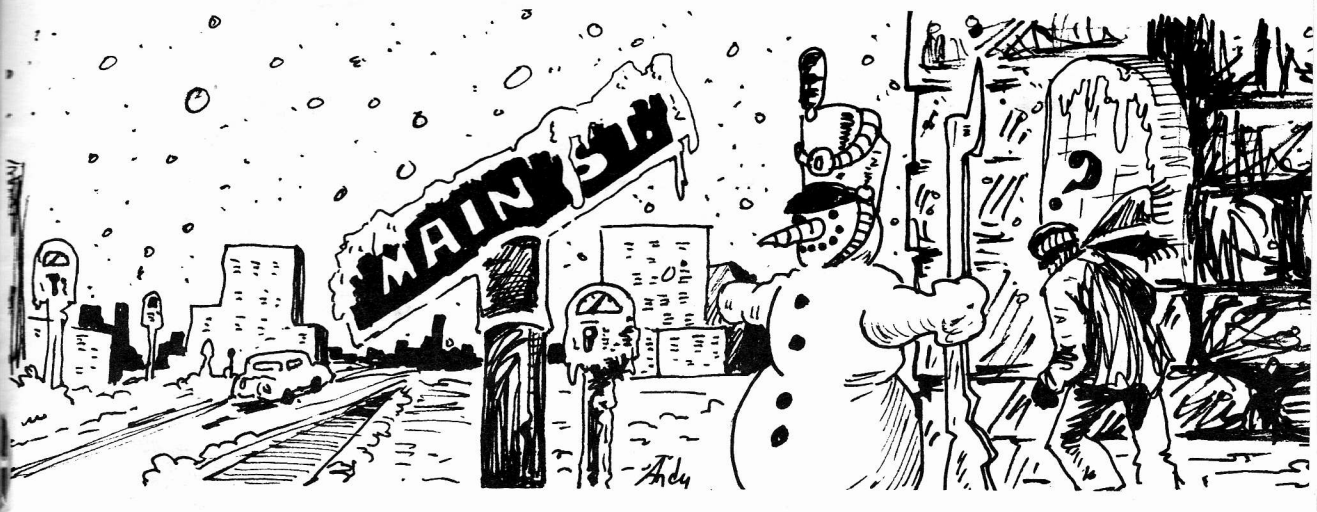
Happy monstergaming!



EDITOR'S FINAL NOTES: Your Friendly Editor was not involved in either of the games Rob describes, so I can speak as a somewhat neutral observer. In fairness to the Richmond group, they felt both games were distorted by being suspended before either game was more than halfway through. In the first game, they felt that their Russian position had at least a fair chance of victory, while they vehemently insisted that their French position in the second game was a clear winner.

ABOUT THE AUTHOR: Rob Beyma, in addition to being a charter member of the NMS, is a distinguished member of the wargaming community. His name can be found on several mastheads, and his design credits include AH's THE GUNS OF AUGUST. Rob's team was one of the winners in the LBDLM tournament at ORIGINS '82.

The following companion piece by Andy Nunez describes the second game from a player's point of view.



PLAYING MOSKOWA

by Andy Nunez

DECEMBER 11, 1982 -- The sky was draped with leaden billows as our car pulled up in front of the drab building marked 6 E. Main Street. This was my first trip to Richmond, but I would see few sights. Last November, our team had faced the Central Virginia Wargamers in a savage LA BATAILLE game, the results of which were printed in CHAIN OF COMMAND # 6. This was Richmond, the enemy's city. Things were different.

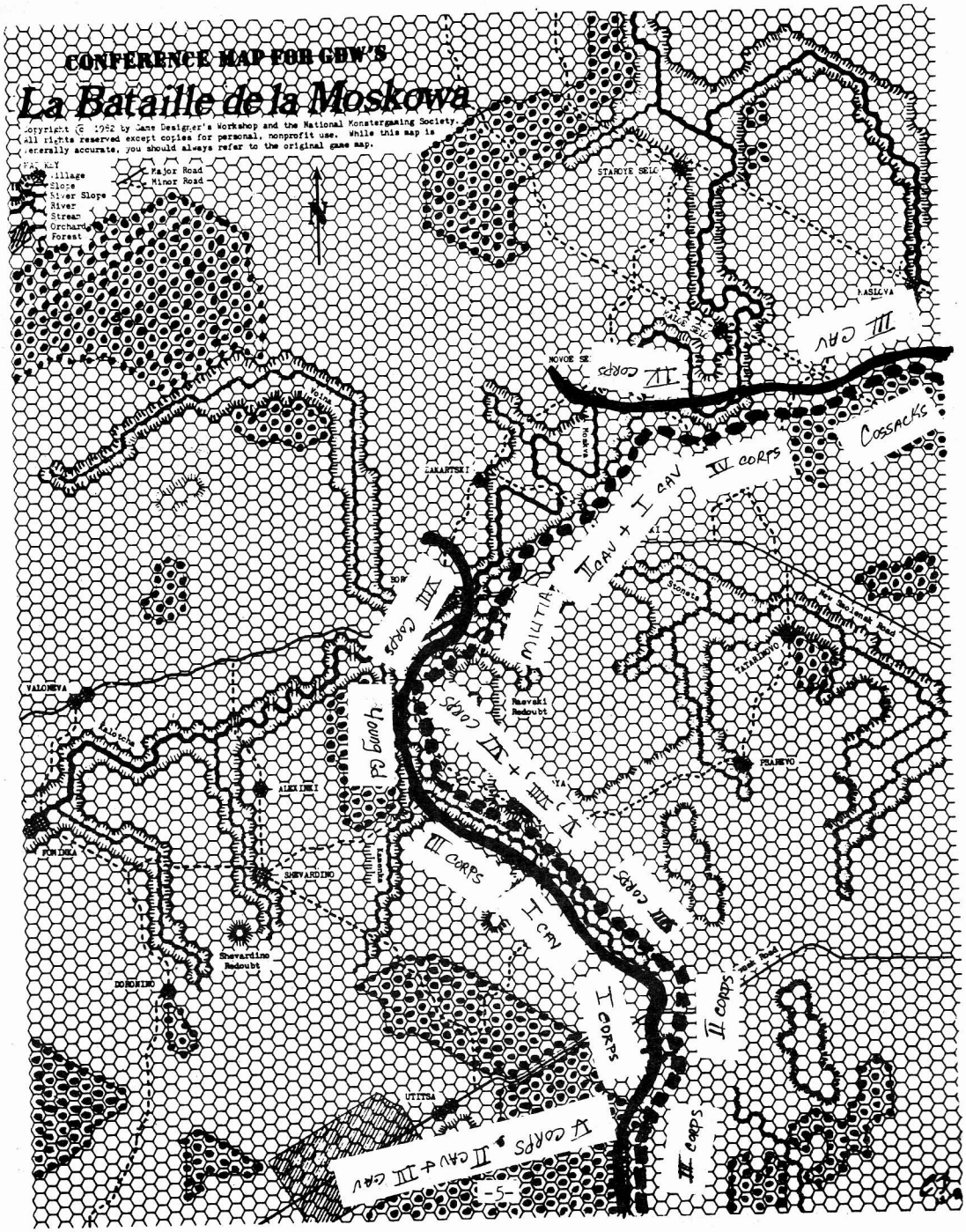
Dick Walker deployed a four-man French team, taking the North Flank himself. Jim Sharp faced the Great Redoubt, Steve Saxby opposed the Fleches, and George York took the South, or Utitsa Front. Facing them were Tom Bateman (North), Lee Tenney (Redoubt), Rob Beyma (Team Captain and Fleche Commander), and of course, your Humble Scribe took the Utitsa Front.

The Russian plan was simple. We would await the French, identify the main axis of their assault, and stop it. Things didn't take long to develop. The French loaded up their Southern Wing for a powerful roundhouse punch through Utitsa and the Fleches. The following is a summary of the game.

WHAT PRICE MOMENTUM? (Turns 1 - 5)

The French began their advance in good order. The II and IV Cavalry including horse artillery headed into the Utitsa "Gap," while assorted Guard jumped into the woods. The First Corps advanced to the Kamenka Stream. Eighth Corps and the Young Guard went the woods route towards the Redoubt. The IV Corps and half the VIII Corps hit Borodino hard. Dick and Lee battled toe-to-toe for all of the first five turns for control of Borodino, while the French began a cavalry sweep around the North Flank. Since Tom was outnumbered, he retreated skillfully.

Jim was determined to mask the Redoubt, keeping his Young Guard troops prepared in case the opportunity presented itself to rush the stronghold. Steve knew only one thing -- headlong assault. Rob met him with cavalry and routed 12 battalions on Turn 2. It was Turn 4 before Steve was in a position to resume the advance. Meanwhile Rob had retreated to the Fleches. Rob had worked out a complex plan which enabled me to pull out the Russian III Corps (the best regular Russian corps), leaving a scree



SITUATION, END OF TURN 15; situation map by Andy Nunez

skirmishers, cossacks, and militia. George muscled his way into Utitsa, taking the town on Turn 4. The French were advancing, with casualties. Borodino was stinging them, but not stopping them.

INTO THE ABYSS (Fr. Turn 6 to Fr. Turn 12)

Tom was encountering bad die rolls, which hastened his retreat, until by Russian Turn 11 he was across the Moskva, waiting for Dick to cross over. If Dick rolled a six on the Red die, Tom would roll a one or two. Lee backed out of Borodino on Turn 8 to attend to the threat Steve was posing to his other flank. Meanwhile, Jim had formed his Young Guard up, ready to charge the Redoubt.

Steve had managed to bulldoze into the Fleches by Turn 7, causing a bulge in the line. Well, bulges are what battles are made of. Counterbattery fire chewed up French artillery until the French, masked by cavalry, closed. Lee was enjoying taking potshots into the bulge, where French counters were boiling around. Leaders were lined up shoulder to shoulder on both sides. The order in the Utitsa Forest was, "They shall not pass!" George's Guard and cavalry pushed me back, back, until by Turn 11, I was at the last woods hexrow. Charge and countercharge by Rob and Steve routed dozens of battalions and destroyed several batteries. Steve's artillery had opened big holes in the line. He was at the Little Hill behind the Utitsa Forest. By the end of French Turn 12, it looked bad. Meanwhile, outside, snow was falling. It was time to find a motel.

DESPAIR BECOMES DETERMINATION
(That night and Sunday)

I had never seen Rob so down. He was used to dicing up his opponents; but through a combination of mass and unbelievable die rolls, Steve had Rob on the ropes. In the motel, we discussed the day. Rob turned to me.

"Is your front in any shape to retreat?" he asked.

"They would be slaughtered in the open," I replied. "I would rather have them die fighting, not lanced in the back."

"Can't we charge his guns?" demanded Lee. "What's under them?"

"Not much," I said. "I'm for getting at them. I'm tired of retreating!"

Rob bowed to our advice and we put together our plan. After a hearty breakfast, we returned to 6 E. Main to find that George and Jim were snowed in. So the blow fell on Steve and Dick. I came out eating fire, smashing guard and horse artillery. Korff was killed by the French, but, subtly, the momentum had shifted. Lee poured fire into Steve's flank. Steve desperately threw in the Guard and the Polish Corps. His Croats captured Russian Guard Leader Constantine. Good -- but not good enough. Dick crossed the Moskva to the North at the same time. By this time, Rob, Lee and I were enfilading Steve from three sides, shattering his Poles, killing LeFebre, and capturing Mauborg. It was ding-dong, hammer and tong as the British would say. Steve would surround a cavalry regiment; Rob or Lee would route 7 French battalions. The French couldn't get out of the Utitsa Forest, though, and it hurt. Meanwhile Dick passed Maslova. The Redoubt was fine, and stayed that way. Turn 15 was the final orgy of death as the Russian cavalry was plowed under, with Ermalov becoming a French POW. The Russian Turn 15 saw more French artillery gone, and Sorbier, the French artillery leader, killed.

WHEN THE SMOKE CLEARED

Fifteen turns is no place to call a winner. Both sides played well. This is not to say that both sides were flawless in their play. The French had hammered in both flanks, but the Russian heads were "bloody but unbowed," enjoying a 3-1 artillery superiority.

All players expressed a desire to meet again, and all promised to play more turns -- if only the weather cooperates. I'm looking forward to going at it again . . . How about it, Dick?

War in the Pacific CLARIFICATIONS & CONVENTIONS 4/15/83

INTRODUCTION: These rules are the official errata for the NMS-sponsored WAR IN THE PACIFIC week-long game in June, 1983. Other WITP players should find them of interest, since they address many of the persistant glitches in the game.

This errata is in addition to the original rules, the 12/78 SPI errata, and the hidden movement rules in CHAIN OF COMMAND #7. The previously-published rules are in effect except as expressly modified by these rules.

WAR IN THE PACIFIC is a complex and troublesome mixture of disparate processes. None of the individual procedures can stand close scrutiny when compared to history, but the overall system hangs together remarkably well. No compilation can hope to cover all the contingencies, but with these corrections and a lot of cooperation, WITP can be a unique gaming experience.

(4.1, CofC7) SEQUENCE OF PLAY (clarif.): In the simultaneous movement environment, there is really no distinction between the Naval Phase and the Air Phase except as a matter of administrative convenience. All naval activities, including air strikes to and from Task Forces, occur in one of the 14 subphases that make up a phase. Air strikes to and from land also occur at a specific time, which should be designated by a written plot indicating the subphase in which the action should occur. As a practical matter, ground-to-ground strikes can usually be executed while the naval plots are being processed by the moderator, but if there is any question of interaction with naval activities, execution should be left to the "air phase" following the return of the naval plots.

If no specific time has been indicated for a ground-to-ground air strike, it will be assumed that it occurred in Subphase 3, the first daylight subphase in a phase.

No air activity, including search, takes place during night subphases. Subphases 1&2, 8&9 are always night.

(5.0) AIR HEADQUARTERS (general note): Air HQ's can be created in any hex.

(5.1) AIR POINT RANGES (change): Air point ranges in WITP are rather arbitrary, as anyone who has tried to reconcile the game to reference material has found out. Both sides tend to learn the 'danger' zones for the enemy's most effective aircraft (e.g. Bettys-60MP, TBF's-48 MP). This results in a TF's operating for extended periods at just the 'safe' ranges from enemy bases.

To add an element of uncertainty, the moderators are at liberty to allow slightly longer-range strikes on rare occasions (between 1/12 and 1/36 chance). This extension is applied only to the previously-plotted trigger ranges of air bases, and may not be requested by players.

(5.3) AIR HEADQUARTERS (change): An additional species of air HQ is now available to both sides, the Cut-Rate Division. This unit costs 200 SP per cycle to supply, and operates 50 air points. All other characteristics are the same as a normal Division HQ.

(5.3) AIR HEADQUARTERS (clarification): When 'upgrading' from a smaller to a larger HQ, the player receives no 'credit' for smaller HQ's already present. For example, it always costs 50 SP to create a Wing, even if a Group was already present.

(5.31) SECONDARY BASES (modification): This rule is screwed up beyond salvage. The following is now in effect: any time a player chooses not to supply a Wing or larger HQ, he may deploy a secondary at no cost to create. This secondary must, of cousre, still be supplied at the normal Group HQ cost of 15 SP/cycle, including the cycle it is deployed. Sec. must be in the same hex.

In addition, an HQ may consider a secondary deployed at any air base connected to it by a friendly, repaired, rail line. Such a secondary may only operate RECON-type aircraft, or aircraft in the RECON mode. Each such base reduces the HQ capacity by five (5) air pts.

All other uses for secondary bases are null and void.

(5.8) STRATEGIC MISSIONS (change): All active air HQ's are considered to be performing Sub Suppresion at all times within a range of six (6) hexes from the HQ. Air points do not have to allocated to this role, or even be present.

(5.8) AIR HEADQUARTERS (general note): Air HQ's may be moved by any of the normal means of transport. However, the load point cost of a supplied HQ is equal to the load point value of the unit plus the supply it required for the cycle. For example, a wing HQ would have a load point cost of 32 (100 SP = 25 LP).

(6.1) AIR STRIKE RESTRICTIONS (add.): (6.11) Air points may perform more than one naval strike per phase, and in some cases may be allowed to conduct a naval strike in addition to a strike against ground targets in the same phase. This situation frequently comes up in the case of carrier battles. In no case will an air point be allowed to conduct a strike within two subphases of a previous strike. (6.13) Note that this rule prohibits "Phase C -- Phase A" strikes; that is strikes that may only be conducted once per game turn may also not be conducted in successive phases.

(6.22) COVER CAP (addition): In addition to plotting CAP missions over other hexes, FTR types may attempt to perform non-plotted CAP over any friendly target in its range which undergoes air attack. The procedure is the same as for plotted CAP, except that there is a two-column shift to the right on the Air Point Availability Table (7.44). Non-plotted cover CAP for a naval TF involves a four-column shift on the table.

(6.7) JOINT STRIKE (clarification): If the 'lead' strike in a joint strike can be routed over a 'following' base on its way to the target, distance for the Air Availability Table may be considered zero (0). This makes possible a forward fighter base to escort bombing raids.

(6.8 & 6.9) AIR TRANSPORT and ASSAULT (addition): These activities present opportunities for abuse if the enemy player is not informed. Therefore, the player performing these missions must inform the enemy they are taking place if the 'landing' hex is within 36 MP of an enemy active air HQ.

(7.5) ANTI-AIRCRAFT (clarification): Task Forces: Each wave attacking a TF is attacked only once by AA. The defender is informed of the approach modes of the attacking air points, and computes his AA based on whatever approach mode in use is most favorable to him. For example, if a wave included both torpedo and dive bombers, the defender would choose the highest AA based on either approach mode (usually torpedo). Land Targets: Air attacks on supply are fired upon by whatever installation or unit in the hex that has the highest AA value.

(7.51) LEVEL BOMBER ALTITUDE (change): B-type air points must attack at their rated altitude. Exception: B-25 air points may attack naval targets at low altitude.

(7.67 CofC) CARRIER AIR "PLUSSES" (clarification): These additions apply only to air points actually flying off carriers. The plus-one also applies to strafing.

(8.16 CofC) CV AIR SEARCH (clarif.): All TF's which include carriers automatically have a minimum two-hex, 360-degree search regardless of the number or type of aircraft embarked (minimum 1).

(8.17) SPECIAL MAVEM SEARCH (addition): The Japanese 'Mavis' and 'Emily' aircraft were remarkably good long-range search planes. They were remarkably lousy torpedo bombers. To restore some historical balance, the following rule is in effect:

The Mavem air points (only) may establish a search pattern beyond the 15-hex limit. To do so they must operate out of a wing-level or larger HQ. Three Mavem air points may conduct a search in a 30-degree arc to a maximum range of 30 hexes. Normal search arc procedures apply. This search (only) may be conducted in addition to a normal search from the basing HQ.

(8.18) SPECIAL BASE SEARCH (addition): Any air point within actual range of an enemy base beyond 15 hexes may conduct a special base search with the following procedure:

Special Base Search requests must be submitted to the moderator two game turns in advance. The air point must be at the launching air HQ two game turns before and after the search is executed, and may not perform any other mission, including normal search, during this period. Search must indicate the exact subphase of the search, and the exact hex.

Beginning cycle 4/42, the range of the Japanese Mavem air point is considered to have a range of 220 MP for Special Base Search only.

(8.6 & 8.7) SUB AND COASTWATCHER SEARCH (change): Neither submarine nor coastwatcher search will always give a True Report. In fact, there is no way to guarantee a True Report.

Submarine search is conducted by the moderators, and is calculated from the closest approach of a TF to the center of the subron.

(10.3) EMERGENCY TRANSPORT (change): This is perhaps the most abused rule in the game. The following will curb the worst problems:

A. No ground unit with a combat strength greater than '3' may be moved by ETRAN. Allied engineers may never be moved by ETRAN. The 'embark-debark' cost of a unit larger than one load point is 5 MP per load point.

B. Supply points moved by ETRAN may only be used for Basic, Movement, and Combat supply. They may not be used for construction or air HQ supply. Like ground units, supply must be embarked and debarked in the same phase in order to be moved by ETRAN.

C. ETRAN missions must be conducted at Speed Class 3 regardless of the distance involved. Exception: DE units may conduct ETRAN at SC 2.

D. No more than one ground unit and six supply points may be moved in a given ETRAN mission regardless of the number of DD/DE units available. No more than one ETRAN mission may be conducted to a given hex per game turn, and no DD/DE unit may conduct more than one ETRAN mission per game turn.

(10.4) REACTION (clarification): If two opposing TF's are very close, and one or both has a reaction plot, the moderator may adjust the plot sequence slightly to force a surface action. This is because otherwise a surface encounter is very unlikely, unless one TF is parked on a hex where an enemy TF must appear.

A TF may also be plotted to REACT AWAY or REACT AVOID if it wishes to avoid surface combat.

(11.5) INTRINSIC GARRISONS (addition): Intrinsic garrisons are destroyed (evacuated) if the owning player conducts any demolition in the hex. Intrinsic garrisons are not affected by any amount of destruction caused by the enemy.

Intrinsic garrisons in bases clearly behind enemy lines will die after approximately six cycles of isolation (moderator will rule on borderline cases.)

(12.0) GROUND COMBAT (clarifications): Note that the additional cost to enter an enemy-occupied hex (12.21) functions like a terrain effect. That is, the cost does count against the unit's Supply Multiple for the turn.

Note also that units performing an air or amphibious assault are in supply and have LOC for the Joint Assault Segment of the turn they land.

(13.0) SUBMARINE OPERATIONS (clarif.) The submarine rules are unclear and subject to a number of interpretations. This is the interpretation we are using:
Fleet Subron Movement: Fleet subrons have an endurance of two cycles. In the first cycle, a subron may move up to 250 MP and operate normally. In the following cycle it may move an additional 250 MP, and again operate normally. At the end of the second cycle, the subron immediatly returns to any appropriate base within 500 MP. The subron must then stay in port (refit) for two cycles before going out again.
Note: Fleet subrons may spend their first cycle at sea "in transit": in this mode they may move 500 MP in their first cycle at sea, but do not function (i.e., are not deployed on the Master or Search plot). In the second cycle they may move another 250 MP and function normally, and return to base at the end of the cycle. Note that "in transit" movement is a waste of submarine potential, and should generally be used only to fulfill the Japanese "West Coast Raid" requirement.
Coastal Subron Movement: Coastal subrons have an endurance of only one cycle. This means they move to a point up to 250 MP from their base and function for one cycle. After that cycle they must return to base for two cycles.
Subron Basing Requirements: Each sub point costs 10 SP per cycle of refit. This expenditure does count against port capacity.

(14.5) LTU's (change):
LTU's may be used in one of two modes. Tactically, they may carry SP as described in the original rules. They may also now be used in a strategic mode, where they remain stationary and may 'draw' up to 50 SP per turn along a mechanized supply path up to seven hexes long. Strategic mode is shown by flipping the LTU over to its back (blank) side. One turn is required to change from tactical to strategic or vice-versa.

LTU's do not automatically provide Line of Communication. LTU's can extend LOC in the strategic mode if an LTU or chain of LTU's is drawing from a port which has a terminus of an MS pipeline which would provide LOC.
Exception: The LTU's which begin the game in Manila and Singapore do provide LOC per the original rules. These units may never be moved out of the countries they start in.

(15.0) MS PIPELINES (clarification): MS pipelines are never shown on the gamemap. They must be shown on the Master plots submitted at the start of each cycle. Each side's Contact Maps for phase 1A each cycle will include reports on the general location of pipelines when they coincide with submarine or air search.

Players will not be allowed to abuse the rule concerning pipeline attacks only at ports. MS pipelines should not exist under effective enemy air cover, just because it terminates at a port that is out of range. The moderator will penalize such pipelines severely. Also, it is not legal to avoid ports or run spurs to ports in order to decrease pipeline vulnerability.

(15.9) MS PIPELINES (clarification):
Establishing an MS pipeline: To establish an MS pipeline, MS units must be moved tactically to the terminus of the projected pipeline, as well as to the approximate endpoints of each link along the way. At Cycle, these units may convert to a pipeline, which may then have cargo allocated to it for transport in the following cycle. This is essentially the same as in the original game.
Breaking an MS pipeline: An MS pipeline is at least partially broken whenever all the MS in a given link are destroyed. This is normally the result of damage results obtained against ports. Note that a location may be attacked in order to obtain pipeline damage even if it does not contain a port or baseforce (the player with the pipeline would obviously be using the Port Backlog procedure in this case). On rare occasions, the moderator may award additional damage to pipelines for close airbases or constant naval presence.

Any stretch of ocean longer than 16 hexes requires at least two links. Should one link be destroyed, the link left hanging contracts back into the nearest port, usually in the direction of the ultimate source of supply. For example, if a pipeline between Sidney and Wellington is broken by an attack at Sidney, the remainder of the pipeline is placed in Wellington as tactical mode MS. This occurs instantly.

A broken pipeline must be reestablished in the normal manner, that is, by moving MS tactically to the terminal point. The intact portion of the pipeline (in the example above, from the West Coast to Wellington) would continue to function normally.

A pipeline may not be 'thickened' at a threatened point just to provide a buffer against attack. Again in the example above, both links between Sidney and Wellington must have equal throughput.

Note that while the vast majority of attacks will occur at the terminal points of pipelines, attacks on ports with 'in and out' pipelines must consider both 'ends' of the pipeline present to compute damage.

Adding to MS Pipelines: In order to increase the capacity of MS pipelines, the following procedures must be followed:

A. MS may be moved tactically to the terminal point of the pipeline, and all intermediate link points. They may then be added, at Cycle, to the pipeline as per usual, with the usual delay in throughput. Such tactical MS TF's are vulnerable to all forms of attack.

Note that the Allied player will be tempted to use unescorted or lightly-escorted MS TF's, since there is a finite amount of damage Jap subs can do. If the moderator finds out about such situations, the Jap subs could be awarded a very large kill indeed.

B. If and only if a pipeline is to be increased by less than 50% of existing throughput, the new MS may wait one cycle and then be added to the pipeline wherever the owning player wishes. Exception: Pipelines to Australia require a two-cycle delay before the additions take effect.

Note that once an MS has entered a pipeline, there is still a time lag of one cycle before it carries cargo.

C. Minor alterations in the throughput or routing of pipelines may be effected on Cycle without any delays or tactical movement. Minor alterations are approximately equal to ±20% capacity or 6 hexes of rerouting.

(15.5 CofC) HOW TO ATTACK MS PIPELINES (change): The damage table published in CofC#7 inadequately rewarded players for attacking ports. The following table is in effect:

PIPELINE DAMAGE TABLE

Port Damage	Pipeline Damage*
Suppressed	D3
D1	D2
D2	D2
D3	D1
D4	Full

*Pipeline Damage is the amount of MS killed, i.e., D3 = ½ MS sunk. The table above applies to 1xMS or smaller PL. Multiply damage by .75for PL larger than 1xMS.

(18.3) MAXIMUM EFFORT (change): This is one of the most abused rules in the book. The following is now in effect: Only the Allies may use Maximum effort repair, and the Allies may only use it once. The unit repaired must be a CV, and the repair must take place in Pearl Harbor. Costs and effects of this repair are as stated in the original rules.

(20.6) SUPPORT FORCES (change): There are several gimmicks within the structure of the original rules to get around the capacity limitation of SF units. The following is now in effect: SF units may refuel at sea a TF of up to twice the normal Naval Capacity of the SF, provided all units involved expend 40 MP in the same hex. The SF involved may not fuel any other units, or load/unload fuel, for the following three phases, exclusive of the one in which the fueling takes place.

Note that supply carried by SF units may only be used for naval unit fuel and refit. Note also that unloading SF supply uses Naval Capacity; thus it may take more than one turn to unload a full SF.

(21.3-5) BEACHHEAD DEFENSE, ENTRENCHMENTS, and FORTIFICATIONS (change): These rules, as originally published, are contradictory and lead to serious problems. The following will hopefully resolve most of the problems, particularly as they apply to amphibious assault.

ENTRENCHMENTS & FORTIFICATIONS: Land CRT results are interpreted as follows for units assaulting either type of improved position:

DO Assault fails, units die.
DR Units flip to BH defense.
DE Assault succeeds. Defender may flip, pay supply and go to BH defense.

Special Fortification rules: All units assaulting a fortification must roll for combat attrition, regardless of the result. Defending units are never forced to leave a fortification until destroyed. This is an exception to (6.95), assaulting units LOC during assault phase.

Fortification Supply: After a hex containing a fortification has amassed at least 500 regular (non-naval) supply points, an additional 50 SP may be stored. Stored SP are immune from air and naval bombardment. Stored SP remain in place until the defender chooses to use them.

BEACHHEAD DEFENSE: Beachhead defenses may coexist in the same hex as entrenchments and fortifications.

Units landed as reinforcements to BH defense positions must flip immediately upon landing. Supply landed at BH defenses is immediately halved.

(22.0) ALLIED INTELLIGENCE (change): The Allies will receive intelligence from the moderators, entirely at the moderators whim and discretion. This will tend to come in the form of one or two major tip-offs rather than a constant flow of routine information. Allied players badgering the moderator for information may cause the Japanese to change their code.

(31.0) AIR/SURFACE TAC SEQUENCE (clar.): Deployment: Joint shipping units must be deployed as full-strength units if possible. That is, they may not be broken down into D3 units in the hope of limiting damage. Also, 2xMS units may not be deployed in order to get a higher defense strength.

Target Priority: Please use General Priority as much as possible. Specific priorities can cause difficult problems that would require moderator intervention.

Combined attack: B-type air points at low approach mode will not result in a combined attack. Only D or FB, along with T, will do so. Note that only one air point of each type has to survive Air/Air to produce the combined attack, regardless of AA results.

(39.3) CRATING AIR POINTS (change): Crated air points may not attack in the phase immediately following the ground phase in which they were uncrated. A newly-created HQ may not uncrate aircraft in the same ground phase in which it is crated.

(39.5) BOMBARDING ISLAND HEXES (clar.): Should a 'dot island' be bombarded for the purposes of defensive bombardment, all facilities are still subject to attack.

Note that Guam and Panape should not be considered 'dot islands.'

(39.71) SEAPLANES (clarification): Up to five air points of seaplanes may be based on any hex (containing water) which contains a fully supplied friendly ground unit. These air points may only be used for recon. (Exception: RUFE air points may function as fighters). If the seaplanes are to be used offensively, they must be based at a supplied HQ and do count against HQ capacity. PBY's and MAVEM (T only) have an Air/Air value of (1M), and have a two-column right shift on the AA table when attacking TF's.

(39.72) HEAVY BOMBERS (change): Allied B-17, B-24 and B-29 air points shoot back at half of their Air Combat Strength.

(39.79) GROUP HQ LIMITS (clarification): This rule is in effect for the following air point types:
Allied: B-17, B-24, B-29, Wimpy.
Japanese: Betty, Nell, Frances, Peggy.

(39.97) OIL CENTERS (clarifications): This rule is in effect, with the following clarifications:

A. This "free fuel" may never, ever, be accumulated, stored or loaded for transport in any way. It exists only for naval units fuelling at those ports.

B. Baseforces may be used to increase the amount of "free fuel" available.

C. Naval units which have used their Surface Attack Strength are "rearmed" if they use at least 50% normal supply and 50% "free fuel."

(40.0) SCENARIO NOTES

Deployment: Minor changes in the December 7, 1941 deployment will be allowed with the advance approval of the moderator. Both sides must submit a list of such modifications to the moderator prior to the start of the game.

At-sea TF's: Allied at-sea TF's will be placed somewhere within five hexes of their designated start position, and will be moved on the first naval phase.

(41.6) PEARL HARBOR ATTACK
The Japanese CV TF must move away from Pearl Harbor in the phase following their attack. The American CV TF's must enter Pearl, but may refuel and leave in the same phase. The American SF is exempt from attack.

(41.64) U.S. SUBRON AVAILABILITY: The end of the restriction on U.S. subron availability will end at a point determined by the moderator. This will occur 2-12 cycles after cycle 6/42.

(41.65) JAPANESE AVIATORS: The additions to Japanese Betty and Nell air points are in effect for cycle 13/41 only. The plusses for carrier trained air points will last indefinately, until the Japanese suffer losses equal to about half their starting CV force. This will be determined by the moderator, and not announced until the instant of the first combat after the change has taken place.

(46.5) JAPANESE TRAINING DIFFICULTIES: Not used.

	Infantry	Cavalry	Artillery	Leaders	Total SP	Total VP	%
FRENCH							
Old Guard	60 ____			____	60 ____	240 ____	____
Guard	98 ____	61 ____	36 ____	____	195 ____	390 ____	____
Attached	38 ____	21 ____	4 ____	____	63 ____	63 ____	____
I Corps	298 ____	8 ____	48 ____	____	354 ____	354 ____	____
III Corps	107 ____	31 ____	28 ____	____	166 ____	166 ____	____
IV Corps	136 ____	37 ____	38 ____	____	211 ____	211 ____	____
V Corps	56 ____	17 ____	22 ____	____	95 ____	95 ____	____
VIII Corps	75 ____	13 ____	11 ____	____	99 ____	99 ____	____
I Cav Corps		46 ____	8 ____	____	54 ____	54 ____	____
II Cav Corps		56 ____	8 ____	____	64 ____	64 ____	____
III Cav Corps		47 ____	6 ____	____	53 ____	53 ____	____
IV Cav Corps		46 ____	6 ____	____	52 ____	52 ____	____
Total	868 ____	383 ____	215 ____	____	1466 ____	1841 ____	____
Percent	____	____	____	____	____	____	____
**********							
RUSSIAN							
II Corps	92 ____		14 ____	____	106 ____	106 ____	____
III Corps	94/15 ____	(25)____	14 ____	____	148 ____	151 ____	____
IV Corps	79 ____		12 ____	____	91 ____	91 ____	____
V Corps	/84 ____	/32 ____	/21 ____	____	137 ____	274 ____	____
VI Corps	89 ____		14 ____	____	103 ____	103 ____	____
VII Corps	79 ____		14 ____	____	93 ____	93 ____	____
VIII Corps	95 ____		14 ____	____	109 ____	109 ____	____
I Cav Corps		18/50____	2 ____	____	70 ____	120 ____	____
II Cav Corps		77 ____	4 ____	____	81 ____	81 ____	____
III Cav Corps		30 ____	2 ____	____	32 ____	32 ____	____
IV Cav Corps	8 ____	63 ____	4 ____	____	75 ____	75 ____	____
Cossaks		(91)____			91 ____	46 ____	____
Comb. Gren.	80 ____				80 ____	80 ____	____
Res. Arty.			100 ____		100 ____	100 ____	____
Militia	120 ____				120 ____	60 ____	____
Total	835 ____	386 ____	215 ____	____	1436 ____	1520 ____	____
Percent	____	____	____	____	____	____	____

after slash = Guard; # in brackets = militia or cossacks. Count by Dick Walker.

INPUT / OUTPUT

(Note: several typos crept into the algorithm in last month's INPUT/OUTPUT. Most important, the H_1-H_2 portion of the expression in step 2 must be an absolute value. My thanks to Doug Gray for his interesting 'proof' of the algorithm.)

CODING WARGAME MAPS

by Lamont Wood

(The following is an excerpt from a letter Lamont sent us last year. Ed.)

Coding a map on disk is not as hairy a proposition as you might expect. Using WAR IN THE PACIFIC as an example, and assuming you would only computerize air and naval movement, you could (I think) get by with one byte per hex, coded as a string array. You could, say, make it an ASCII null if the hex is all-sea, a DEL if it's all-land, and something in between if it's partial sea. The way I code impassable sides is to take the compass rose as 0-5 and add together the value of the impassable sides raised to the power of two. If side 0, 3, and 4 are impassable, you add 1 (2^0) and 8 (2^3) and 16 (2^4) to get 25. You then store the number as 'EM' (25). When the time comes to see if the hex is passable, the computer "disassembles" the number from the top down and finds the state of the hex side in question. With all the different kinds of hexsides in the quadrigames I have coded, I am using six characters per hex. WITP has 2,014 hexes per map, making 14,098 for the whole playing surface -- not an enourmous disk file. Even if you fell to the temptation to add another byte to determine nature of land terrain (to automate land movement) things are still manageable.

(Editor's Note: Lamont's letter actually read that the number in the example should be stored as CHR '$', but I could not see how this related to 25_{10}. I'm sorry if I goofed.)

MORE THOUGHTS ON MAP CODING: To expand on Lamont's ideas a bit, it should be noted that he brings up an interesting point. Any hexside consideration -- blocked, road, railroad, ridge or whatever -- requires 64 (2^6) states to describe all possibilities, for each hex. In effect, this means that each meaningful hexside state requires a byte to describe.

Terrain within a hex, on the other hand, is usually relatively limited. Clear, rough, broken, swamp, woods, may be combined to a limited extent, but in most cases it should be possible to use the 128-state range of the ASCII character set to describe a given hex.

A further byte or so will usually be required for certain transitory conditions. For instance, to use WITP as an example, a byte could indicate whether or not a hex was being searched, and by what. In other games, such things as artillery impact or observation could be coded in a utility byte.

As a general rule of thumb, then, the storage requirements for coding a given map would be:

1 byte per hex per hexside crossing or following feature: rivers, roads, ridges, etc.
1 byte for in-hex terrain features, possibly two would be useful.
1 utility byte.

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SPECIAL OFFER!

Long out of print, CHAIN OF COMMAND numbers 1 and two are once again available as a back issue. This consolidated 20-page reprint includes a 1942 scenario for DNO/UNENTSCIEDEN, WITP Surface Combat rules, and other interesting items. This special edition can be yours for our regular back issue price of $2.00; as of now, all back issues of CHAIN OF COMMAND are available.

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Many thanks to Rob Beyma and Andy Nunez for their contributions to this issue, and to Terry Stibal, Dave Darden, Tom Ainsworth, and others for material we will use in the future. Keep those articles coming! The more I get, the easier it is to put together an interesting issue. CHAIN OF COMMAND simply cannot exist without your input.

I'm looking forward to having a whole quarter to work on the next issue, and I expect it to be extra-large. We will have an evaluation of GULF STRIKE, and maybe even a look at the mythical Antietam game, THE GLEAM OF BAYONETS. I hope to get you the second edition of the NMS DIRECTORY, and of course we will have a synopsis of our week-long WAR IN THE PACIFIC extravaganza this June. Look for CHAIN OF COMMAND # 12 in late July.

FOR SALE: First Edition WAR IN THE EAST game (good condition). Write Rob Beyma, 407 Walnut Street, Pocomoke, MD 21851.

WANTED: Any of the Martial Enterprises games. Sellers or players contact Gary F. Wilbur, 38 Bevier St, Binghamton, NY 13901. (607) 772-0088 after 5:00 PM.

WANTED: Used WAR IN THE PACIFIC, will pay $40. Stephen G. McCarty, P.O.Box 1052, USCC, West Point, NY, 10997.

KOMMAND CON 83, June 18-19, Ohio ANG Armory, 140 Ashland Rd, Mansfield, OH. Contact: Kommander's Wargaming Club, P.O. Box 2235, Mansfield, OH 44905.

MONSTERGAMERS OF CONNECTICUT: Team of 2 to 6 players wants to play other teams from Conn, Mass, or RI on weekends. We are experienced in playing: LA BATAILLE DE LA MOSKOWA and PRESSISCH-EYLAU, WAR AND PEACE, WOODEN SHIPS & IRON MEN, BLOODY APRIL, TERRIBLE SWIFT SWORD, WAR BETWEEN THE STATES, CAMPAIGN FOR NORTH AFRICA, ATLANTIC WALL, WACHT AM RHEIN and WAR IN THE PACIFIC.
Contact: Steve Maxson, P.O. Box 144, Storrs, Connecticut, 06268.

THE JERSEY WARGAMERS ASSOCIATION is looking for teams or other clubs to play almost any monstergame. We meet four times a month in Edison, and have a free facility with lots of room to play in. Teams or individuals interested in the club and one-on-one gaming in addition to monsters should write or call: Tom Ainsworth, 311 Myrtle Ave, Garwood, NJ, 07027. (201) 789-3140.

Pending approval by TSR, Ben Streeter will be organizing a CENTRAL FRONT SERIES tournament for ORIGINS '83 in Detroit this summer. For more information contact Ben c/o Jenner & Block, One IBM Plaza, 44th Floor, Chicago, IL, 60611.
Work (312) 222-9350 ext 6411, Home (312) 684-4410.

CONVENTIONS:

ORIGINS '83, July 14-17, 1983. Cobo Hall, Washington Blvd, Detroit MI. For more information send SASE to: Metro Detroit Gamers, 083 Info, POB 656, Wyandotte, MI 48192.

EASTCON, June 24-26, 1983. Glassboro State College, Glassboro, NJ. Write: EASTCON, 7808 Hanover Pky #T2, Greenbelt MD 20770. (301) 474-8192.

SEAGA '83, June 24-26, 1983. Dunfey Hotel, Atlanta, GA. Monster demo wanted. For information write: SEAGA '83, P.O.B. 930031, Norcross GA 30093.

(Unnamed), November 18-20, 1983. Sheraton Hotel, New Carrollton, MD. Write: Prince Georges County Wargamers, Inc., Box 490, Oxon Hill, MD, 20745.

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